

WE CLAIM:

1. A game system for operating several games for a plurality of players, comprising:
- a plurality of player terminals coupled together, each terminal including
- means for receiving player identification information from a participating one of the players,
- means for receiving game selection information from the participating player indicating one of the plurality of games,
- a video display for displaying a selected one of the games to the participating player, and
- means for executing software application programs corresponding to a plurality of games in response to an externally-generated set of random numbers to determine the result of the selected game independent of player participation at other ones of the player terminals;
- a game server, connected to the plurality of player terminals, and including
- means for sending to the player terminals the set of random numbers as externally-generated random numbers; and
- a central controller, connected to each of the plurality of player terminals, and including
- means for storing player account information for each of the players, and
- means for adjusting the account information of the players according to the result of the games from the player terminal.

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2. The system of claim 1, wherein the adjusting means includes means for crediting a player's account when the player wins the selected game of chance, and means for debiting the player's account when the player loses the selected game of chance.
3. The system of claim 1, wherein the player terminal includes means for sending to the game server the game selection information.
4. The system of claim 3, wherein the player terminal includes means for notifying the game server to enroll the player terminal for the next game.
5. The system of claim 3, wherein the game server includes means for receiving from the player terminal the game selection information, means for generating sets of random numbers, each set corresponding to a different one of the plurality of games of chance, and wherein the sending means of the game server further includes means for sending to the player terminals the set of random numbers corresponding to the game selection information.
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6. The system of claim 5, wherein the game server includes means for generating the sets of random numbers representing game-specific winning numbers.

7. The system of claim 5, wherein the game server includes means for generating the sets of sets of random numbers representing game-specific winning graphical figures.

8. The system of claim 7, wherein the game server further includes means for changing the numbers representing the winning graphical figures.

9. The system of claim 3, wherein the game server includes

means for receiving from the player terminal the game selection information, and

means for generating the set of random numbers; and

wherein the player terminal includes

means for converting the set of random numbers into game-specific numbers corresponding to the game selection information.

10. A method of operating games comprising the steps of:

establishing a player account file at a central controller for a participating player;

receiving, at a player terminal coupled to the central controller, player identification information input by the participating player;

displaying, on a video display of the player terminal, a plurality of games of chance;

receiving, at the player terminal, information for a selected one of the plurality of games;

sending, by a game server, to the player terminal an externally-generated set of random numbers;

executing software application programs corresponding to the selected game by the player terminal in response to the externally-generated set of random numbers to determine the result of the selected game independent of player participation at other ones of the player terminals; and

updating, by the central controller, the participating player's account file according to the result of the games from the player terminal.

11. The method of claim 10, wherein the step of updating the player's account includes the steps of

crediting the player's account file when the player wins the selected game of chance, and

debiting the player's account file when the player loses the selected game of chance.

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12. The method of claim 10, further including the step of sending, by the player terminal, to the game server the game selection information.
13. The method of claim 12, further including the step of notifying the game server by the player terminal to enroll the player terminal for the next game.
14. The method of claim 12, further including the steps of receiving, by the game server, from the player terminal the game selection information, generating sets of random numbers by the game server, each set corresponding to a different one of the plurality of games of chance, and wherein the sending step further includes the substep of sending, by the game server, to the player terminals the set of random numbers corresponding to the game selection information.
15. The method of claim 14, wherein the generating step includes the substep of generating the sets of random numbers representing game-specific winning numbers.

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- including the steps from the player terminal numbers by the game state, the set of random action information.

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21. A game server for a video game system comprising:
means for determining a predetermined interval;
means for generating a plurality of sets of random numbers once during each
predetermined interval, each set corresponding to a different one of a plurality of games of
chance;
means for receiving from a player terminal game selection information; and
means for sending to the player terminal the set of random numbers corresponding to
the game selection information for use by the player terminals to determine the result of the
selected game independent of player participation at other ones of the player terminals.

22. The game server of claim 21, wherein the generating means includes
means for generating the sets of random numbers representing game-specific winning
numbers.

23. The game server of claim 21, wherein the generating means includes
means for generating the sets of random numbers representing game-specific winning
graphical figures.

24. The game server of claim 23, further including
means for changing the numbers representing the winning graphical figures.

26. A game system having central player tracking for a plurality of players, comprising:
a plurality of player terminals coupled together, each terminal including
means for receiving player identification information from a participating one of
the players,
means for receiving game selection information from the participating player
indicating one of the plurality of games,
a video display for displaying a selected one of the games to the participating
player,
means for receiving a wager amount from the participating player,
means for executing a software application program for a game corresponding to
the game selection information, and
means for transmitting player activity information after each game for which the
wager amount was received from the participating player, the player activity
information including the result of the game and the wager amount; and
a central controller, connected to each of the plurality of player terminals, and including
means for storing player account information for each of the players,
means for receiving from the player terminals the transmitted player activity
information after each game for which the wager amount was received, and
means for adjusting the account information of the players according to the
player activity information after each game for which the wager amount was received.

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27. The system of claim 26, wherein the adjusting means includes means for crediting the player's account when the player wins the selected game of chance, and means for debiting the player's account when the player loses the selected game of chance.

28. The system of claim 26, wherein the central controller includes means for generating a report of the player activity information.

29. The system of claim 26, wherein the central controller includes means for issuing player awards during the player's game using player activity information.

30. The system of claim 26, wherein the central controller includes means for issuing free play cards using the player activity information.

31. The system of claim 30, wherein the central controller includes means for invalidating free player cards after a predetermined period.

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32. The system of claim 30, wherein the central controller includes means for modifying the plurality of games offered at player terminals using player activity information.
33. The system of claim 30, wherein the central controller includes means for detecting wins exceeding an average statistical odds.
34. The system of claim 30, wherein the central controller includes means for detecting simultaneous play at multiple player terminals by a single player.

debiting the player's account file when the player loses the selected game of chance.

37. The method of claim 35, wherein the updating step includes the step of generating a report of the player activity information.
38. The method of claim 35, wherein the updating step includes the step of issuing, by the central controller, player awards during the player's game using player activity information.
39. The method of claim 35, further including the step of issuing, by the central controller, free play cards using the player activity information.
40. The method of claim 35, further including the step of invalidating, by the central controller, free player cards after a predetermined period.
41. The method of claim 35, further including the step of modifying, by the central controller, the plurality of games offered at player terminals using player activity information.

42. The method of claim 35, further including the step of detecting, by the central controller, wins exceeding an average statistical odds.

43. The method of claim 35, further including the step of detecting, by the central controller, simultaneous play at multiple player terminals by a single player.

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5 44. A central controller for a game system with central player tracking comprising:
means for communicating with each of a plurality of player terminals;
means for storing player account information for all players at the player terminals;
means for receiving player activity information after each game for which a wager
amount was received by a game server from the player terminals, the player activity
information including the result of the game and the wager amount; and
means for adjusting the player account information of each of the players according to
the player activity information after each game for which the wager amount was received by the
game server from the player terminals.

5 45. The central controller of claim 44, wherein the adjusting means includes
means for crediting the player's account when the player wins the selected game of
chance, and
means for debiting the player's account when the player loses the selected game of
chance.

46. The central controller of claim 44, further including
means for generating a report of the player activity information.

47. The central controller of claim 44, further including means for issuing player awards during the player's game using player activity information.
48. The central controller of claim 44, further including means for issuing free play cards using the player activity information.
49. The central controller of claim 44, further including means for invalidating free player cards after a predetermined period.
50. The central controller of claim 44, further including means for modifying the plurality of games offered at player terminals using player activity information.
51. The central controller of claim 44, further including means for detecting wins exceeding an average statistical odds.
52. The central controller of claim 44, further including means for detecting simultaneous play at multiple player terminals by a single player.